Claims

What Is Claimed Is:

1.   A method for coding and storing phonetic information representable as an original character sequence, comprising the step of coding the phonetic information in a bit code.

2.   The method for coding and storing phonetic information according to Claim 1, further comprising the step of deriving said phonetic information from names.

3.   The method for coding and storing phonetic information according to Claim 1, wherein the bit code related to said phonetic information has a length of 32 bits.

4.   The method for coding and storing phonetic information according to Claim 3, further comprising the step of replacing with at least one group of characters, consisting of said original character sequence, with a respective number of normalized character groups having the same or a similar sound when spoken but a different spelling.

5.   The method for coding and storing phonetic information according to

Claim 4, further comprising the steps of:

covering the beginning portion of said original character sequence with a first normalized character group;

covering the middle portion of said original character sequence with one or more of said normalized character groups;

and covering the end portion of said original character sequence with one of said normalized character groups.

6.   The method for coding and storing phonetic information according to Claim 5, further comprising the step of extracting said normalized character groups from particular tables providing a mapping between said original character sequence groups and said normalized character groups by a respective provision of a cross-reference in said table.

7.   The method for coding and storing phonetic information according to Claim 6, further comprising the step of empirically founding said tables comprising groups of said original character sequences.

8.   The method for coding and storing phonetic information according to Claim 7, further comprising the step of spelling actual language in use which reflect the

specific phonetics.

9.   The method for coding and storing phonetic information according to Claim 5, further comprising the step of decreasing a coding precision with a distance from the beginning of said original character sequence.

10.   The method for coding and storing phonetic information according to Claim 9, further comprising the step of coding a first character with five (5) bits.

11.   A program storage device readable by machine, tangibly embodying a program of instructions executable by said machine to perform method steps for coding and storing phonetic information, said method comprising the steps of:

coding said phonetic information in a bit code;

deriving said phonetic information from names;

replacing with at least one group of characters, consisting of an original character sequence, with a respective number of normalized character groups having the same or similar sound when spoken with a different spelling;

covering the beginning portion of said original character sequence with a first normalized character group;

covering the middle portion of said original character sequence with one or more of said normalized character groups;

covering the end portion of said original character sequence with one of said normalized character groups;

extracting said normalized character groups from particular tables providing a mapping between said original character sequence and said normalized character groups by a respective provision of a cross-reference in said table;

empirically founding said tables comprising groups of said original character sequences;

spelling actual language in use which reflect the specific phonetics;

decreasing a coding precision with a distance from the beginning of said original character sequence;

coding a first character with 5-bits.

12.   A program storage device readable by machine, tangibly embodying a program of instructions executable by the machine to perform method steps for providing

symbol insertion in accordance with Claim 11, wherein a bit code related to said phonetic information has a length of 32 bits.

13.   A coding and storing phonetic information apparatus comprising:

a coder which codes said phonetic information in a bit code;

a deriver which derives said phonetic information from names;

a replacer with at least one group of characters, consisting of said original character sequence, with a respective number of normalized character groups having the same or a similar sound when spoken but a different spelling;

a coverer which covers the beginning portion of said original character sequence with a first normalized character group;

a second coverer which covers the middle portion of said original character sequence with one or more of said normalized character groups;

a third coverer which covers the end portion of said original character sequence with one of said normalized character groups;

an extractor which extracts said normalized character groups from particular tables providing a mapping between said original character sequence groups and said

normalized character groups by a respective provision of a cross-reference in said table;

a founder which empirically founds said tables comprising groups of said original character sequences;

a speller which spells actual language in use which reflects the specific phonetics;

a decreaser which decreases a coding precision with a distance from the beginning of said original character sequence;

a second coder which codes a first character with a 5-bit.